CLAIMS

What is claimed is:

1   1.   A system, comprising:

2   a finite state machine operating within a portable thread environment;

3   and

4   one or more PTE message generators configured to pass event

5   information contained in PTE messages to the finite state machine, wherein the

6   finite state machine changes states according to the event information.

1   2.   The system of claim 1, wherein the event information comprises one

2   or more events passed to a thread and a present state of the finite state machine.

1   3.   The system of claim 2, wherein the finite state machine comprises:

2   a message interpreter configured to accept the PTE messages; wherein the

3   interpreter maps the messages to actions using the look-up table.

1   4.   The system of claim 3, wherein the finite state machine further

2   comprises:

3   a storage device for storing the one or more actions.

1   5.   The system of claim 4, wherein the finite state machine further

2   comprises:

3   a state changer configured to change the state of the finite state machine

4   based upon event information and the previous state of the finite state machine.

1   6.   A method comprising:

2   receiving PTE messages by a finite state machine in a portable thread

3   environment, wherein the messages contain event information;

4   mapping the state transition information with actions stored in a storage

5   device; and

6   changing from a first state to a second state based upon the first state and

7   the event information.

1   7.   The method of claim 6, wherein the finite state machine stays in the

2   first state based upon the first state and the actions.

1   8.   The method of claim 7, further comprising:

2   generating state machine events relating to the state of the finite state

3   machine.

1   9.   The method of claim 8, further comprising:

2   distributing the state machine events between one or more threads in the

3   portable thread environment.

1   10.   The method as in claim 9, further comprising:

2   distributing the state machine events between one or more threads in the

3   portable thread environment and a second portable thread environment.

1   11.   A system, comprising:

2   means for receiving PTE messages by a finite state machine in a portable

3   thread environment, wherein the messages contain event information;

4   means for mapping the event information with actions stored in a storage

5   device; and

6   means for changing from a first state to a second state based upon the first

7   state and the event.

1   12. The system of claim 11, wherein the finite state machine stays in the

2   first state based upon the first state and the event.

1   13. The system of claim 12, further comprising:

2   means for generating state machine events indicating a state of the finite

3   state machine.

1   14. The system of claim 13, further comprising:

2   means for distributing the state machine events between one or more

3   threads in the portable thread environment.

1   15. The system of claim 14, further comprising:

2   means for distributing the state machine events between one or more

3   threads in the portable thread environment and a second portable thread

4   environment.

1   16. A computer-readable medium having stored thereon a plurality of

2   instructions, said plurality of instructions when executed by a computer, cause

3   said computer to perform:

4   receiving PTE messages by a finite state machine in a portable thread

5   environment, wherein the messages contain event information;

6 mapping the event information with actions stored in a storage device;

7 and

8 changing from a first state to a second state based upon the first state and

9 the event.

1 17. The computer-readable medium of claim 16, wherein the finite state

2 machine stays in the first state based upon the first state and the events.

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1 18. The computer-readable medium of claim 17 having stored thereon

2 additional instructions, said additional instructions when executed by a

3 computer, cause said computer to further perform:

4 generating state machine events indicating a state of the finite state

5 machine.

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1 19. The computer-readable medium of claim 18 having stored thereon

2 additional instructions, said additional instructions when executed by a

3 computer, cause said computer to further perform:

4 distributing the state machine events between one or more threads in the

5 portable thread environment.

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1 20. The computer-readable medium of claim 19 having stored thereon

2 additional instructions, said additional instructions when executed by a

3 computer, cause said computer to further perform:

4 distributing the state machine events between one or more threads in the

5 portable thread environment and a second portable thread environment.